Walkwood
Church of England Middle School

# KS2 Computing

| | Wk | Year 5 — 1 lessons per fortnight | | |
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| | | **Topic** | **Learning Content** | **Assessment** |
| Autumn | 1 | From Tablet to Desktop | Pupils will be introduced to online safety rules and ideas, they will build on their tablet experience in first school to develop confidence using a computer, learning to use a keyboard and mouse, log in, navigate the desktop and file system, and save and retrieve work.<br><br>*Keywords: keyboard, mouse, desktop, file, folder, save, login* | |
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| | 11 | | | Microsoft Form |
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| | 13 | Digital Creator | Pupils learn that digital tools can be used to create, edit, and present work, applying these skills to design a poster, fact file, or presentation.<br><br>*Keywords: create, edit, present, poster, fact file, presentation, digital tools* | |
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| Spring | 1 | | | |
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| Summer | 1 | Coding Adventures | Pupils learn that computers follow instructions exactly, applying this understanding to build a simple maze game in Scratch.<br><br>*Keywords: instructions, algorithm, sequence, Scratch, game, animation* | |
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| | Year 6 — 1 lessons per fortnight | | |
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| | **Topic** | **Learning Content** | **Assessment** |
| Autumn | Staying Safe online | Pupils learn to manage their digital footprint, navigate group chats and online relationships responsibly, spot scams and fake news, and protect their accounts through strong passwords and privacy settings, building the judgement to stay safe online.<br><br>*Keywords: digital footprint, online relationships, red flags, scams, fake news, passwords, privacy settings* | |
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| | Using Tech appropriately | Pupils learn to organise, calculate, and analyse data using spreadsheets, including entering and editing data, and using formulas and functions to perform calculations.<br><br>*Keywords: spreadsheet, data entry, formula, function, calculation, data analysis, decision-making, application* | |
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| Spring | Creating with Code | Building on their Year 5 coding skills, pupils use Scratch to design and build an animated story, applying concepts such as variables, selection (if/else), and repetition to control characters, scenes, and dialogue, then testing and debugging their work to fix errors.<br><br>*Keywords: Scratch, animated story, variable, selection, repetition, debugging, algorithm* | |
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| | | | Assessment Rubric |
| | Computing in Action | Pupils apply skills to real-world scenarios in follow-up lessons, such as comparing football transfer statistics and analysing Formula 1 race strategy, using data to support decision-making. | |
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| Summer | KS2 – KS3 Transition Activities | | |